

For Immediate Release
January 28, 2004

Contact: Roula Lainas, Producer
(604) 738-1805
roula@lostboys-studios.com

LOST BOYS

STUDIOS

"Divine Creation for Sale"

Lost Boys Studios Creates 3D Character-Driven Cinematics for "The Hobbit"



Vancouver, Canada: Lost Boys Studios recently created two cinematic trailers for **Sierra Entertainment /Vivendi Universal Games'** 2003 **The Hobbit™ The Prelude to The Lord of the Rings** videogame. The trailers were shown as sneak previews at the E3 Convention in Los Angeles this past spring, and will be packaged as cinematics along with the game.

Lost Boys completed "Wargs and Goblins", a 45 second cinematic, re-creating scenes from J.R.R. Tolkien's *The Hobbit*. In this scenario, the wolf-like Wargs and the Goblins are after Bilbo, Gandalf and the Dwarves. The heroes escape in the dead of night into the forest, climbing tall trees. The trees are set on fire by the Goblins and the majestic great eagles assist in the escape. This sequence was directed by Vancouver Director **Ian Freedman**.

A 15 second film-resolution trailer of "Wargs and Goblins" was directed by Lost Boys Animation Director **Ken Meyer**, focusing more closely on the escape and great eagles.

Full modeling of 19 different humanoid and animal characters kept the Lost Boys 3D team intensely busy. Keyframe animation was utilized in both trailers. The snarling dog-wolf Wargs were finished with fur and all humanoid characters were completed with full cloth simulation and fur for attributes such as the dwarf beards and hobbit feet.

A full time team with specific pipelines geared for fur, cloth simulation, lighting and texturing was created. The Lost Boys 3D team included **Arlend Engar, James Lau, Jason Macza, Ken Meyer** and **Chris Uyede**. Additional modeling, rigging, blend shapes, cloth FX and texturing were completed by **Vincent Yan, Damian Pannell, Kris Varga, Shawn Walsh, Owen McManus, Michael Goldfarb, Leon Hui** and **Corey Kleim**.

Extensive visual effects, including fire, sparks, burning trees and colour correction were created by Lost Boys in-house compositing team consisting of **Kevin Genzel, Mark Meloche, Judy D. Shane** and **Michael Stewart**. Real fire elements were digitally shot by Arlend Engar and Chris Uyede with special thanks to Orion Engar.

Set in the mythical world of Middle-Earth, *The Hobbit* is an action adventure game in which the player assumes the role of the famous Hobbit, Bilbo Baggins.

The Tolkien Enterprises logo, "The Hobbit", "The Lord of the Rings" and the characters, events, items, and places therein, are trademarks or registered trademarks of The Saul Zaentz Company, dba Tolkien Enterprises, and are used under license by Vivendi Universal Games, Inc.

For more information on *The Hobbit* video game, please visit www.thehobbit.sierra.com
For information or to contact Lost Boys Studios, please visit www.lostboys-studios.com

Based in Vancouver, Canada, Lost Boys Studios provides VFX & 3D Animation to the commercial, film, gaming & TV industry.
Visit our website at www.lostboys-studios.com.

Third Floor, 395 Railway Street, Vancouver BC Canada V6A 1A6